Serial No.: 10/078,812 Art Unit: 2173

AMENDMENTS TO THE SPECIFICATION

Please amend the specification as indicated hereafter. It is believed that the following amendments and additions add no new matter to the present application.

In the Specification: [Use strikethrough for deleted matter (or double square brackets "[[]]" if the strikethrough is not easily perceivable, *i.e.*, "4" or a punctuation mark) and <u>underlined</u> for added matter.]

Please amend the paragraph starting on p. 2, line 12 as follows:

However, if a user has a chemical film developed and the resultant photographic prints are of a low quality for whatever reason, all is not lost thanks to the recent increase in the number of digital imaging shops. It is possible to bring the important but low quality prints to one of these shops where the prints are scanned into a computer and modified as required, by removing unwanted red eye or glare for example. In this regard, a user can overcome some of the drawbacks which may occur as a result of the user's amateur photography for example. Photographic prints may also be submitted, simply to have decorative borders added or to have them printed onto one of a variety of materials such as canvas for example. However, although this is a helpful service, it can be extremely expensive.

Please amend the paragraph starting on p. 7, line 10 as follows:

A gaming console is an operatively simply simple household computing platform for viewing a user's digital photographic image data. This is because in accordance with the present invention the image viewing application program, present on the portable data store along with the photographic digitised image data, contains all of the information required to view the pre-captured photographic images and also determines the resultant quality of the digitised images. Gaming consoles, unlike PCs, are inherently general purpose and are designed to operate according to the information present on the portable data store which is placed in the gaming console. A user does not have to configure a gaming console prior to use which makes them an extremely tempting and easy to use computing platform. That is to say, gaming consoles are ROM-based which means that they require no complicated user installation of a viewing application in the console. Rather, the required operating system and basic video generation functions reside in the ROM of the console, and all applications are automatically loaded simply by placing the removable data store, such as a CD, in the

Serial No.: 10/078,812 Art Unit: 2173

console's CD drive. Unlike a PC, the user is advantageously not required to do any technical work in order to use the viewing system of the present invention.

Please amend the paragraph starting on p. 11, line 5 as follows:

The viewing application program may enable multiple images of the digitised photographic image data to be displayed to the user simultaneously and a gaming controller of the gaming console may enable the user to navigate though through the multiple images. This advantageously enables easier viewing of all of the photographic images which have been taken such that selection is made easier. This is particularly the case when the multiple images are in the form of thumbnail images because the maximum number of images can be displayed simultaneously.

Please amend the paragraph starting on p. 12, line as follows:

Figure 1 is a diagrammatic representation of a digital imaging system in accordance with a first embodiment of the present invention;

Please amend the paragraph starting on p. 14, line 12 as follows:

More specifically, the way in which the gaming console 14 operates to take the information from the CD 18 and displays it on the television 12 is now described with reference to Figures 3 and 4. Figure 3 shows an overview of the basic elements of the gaming console 14. As mentioned previously, the gaming console 14 comprises a compact disc drive bay 20 into which the CD 18 can be placed. The compact disc drive bay 20 is connected to an optical CD reader 30 which is used to read the information stored on the CD 18 when it is placed in the drive bay 20. At the heart of the gaming console 14 is a processor 32 which implements the instructions obtained from reading the viewing program 26 stored on the CD 18. The processor 32 is connected to a ROM 34 that stores the basic operating system 35 of the gaming console 14. Similarly, the processor 32 is also connected to some same RAM 36 that is used for temporarily storing data such as photographic image viewing application program 26 once the disc 18 has been read. Digital images read by the optical CD reader 30 are then output to a video I/O port 38 from which UHF modulated video signals can be generated and sent to the television 12 for display. A gaming I/O port (typically a serial port) 40 is used to connect the gaming controller 22 to the console 14 and user initiated control signals received from the controller 22 are forwarded to the processor 32 to control the viewing program 26.

Art Unit: 2173

Finally, the mains power supply to the gaming console 14 is controlled by an on/off switch 42.

Please amend the paragraph starting on p. 15, line 8 as follows:

The user then at 54 places the CD 18 (having the viewing application program 26 and the user's personal photographic image data 24 provided thereon) into the drive bay 20 and closes the drive bay door 28. The digital information 24, 26 stored on the CD 18 is then read by the CD reader 30 at 56. The viewing application program 26 is loaded at 58 into the RAM 36 under the control of the operating system 35 running on the processor 32. The program 26 is run on the processor 32 at 60 and this results in the user's digital photographic image data being retrieved for display from the CD 18. Some or all of these digital photographic images may be retrieved as is described in detail later. Retrieved digital images are sent at 62 to the video input/output port 38, converted into a video format signal, UHF modulated in order to be compatible with the television signal input format and forwarded to the aerial socket 16 of the television 12 for display thereon. It is possible for the unmodulated video format signal to be sent directly to the television if the television is capable of accepting such signals, for example, if it has a Scart socket.

Please amend the paragraph starting on p. 15, line 23 as follows:

he <u>The</u> user's photographic images 24 are then displayed on the television 12 at 64 and the program monitors input signals from the gaming controller 22 via the gaming input/output port 40 to determine navigation through the photographic images. The viewing program may also have user selectable options such as special effects programs and these can also be selected by simple use of the gaming controller 22.

Please amend the paragraph starting on p. 16, line 6 as follows:

The second viewing option 74 is for displaying the user's photographic information in the format of thumbnail images. This is described later with reference to Figures 6a and 6b. A third viewing option 76 groups together several user selectable special effects. More specifically, the user can select a black and white viewing option 78 which displays the images 24 as monochrome images. A gamma correction option 80 is provided which enables the user to change the video signal output in order possibly to improve the quality of the images seen on the specific television 12 that is being used, each television 12 requiring its

Art Unit: 2173

own different gamma correction. This option 80 uses standard gamma correction algorithms which are well known in the art and need not be described herein. The red-eye reduction option 82 enables the user to reduce or remove red-eye defects found in some user's photographs. Similarly, the glare reduction option 84 executes an a standard algorithm which enables improvement of the quality of user's photographs taken with high levels of glare.

Please amend the paragraph starting on p. 18, line 11 as follows:

Referring now to Figure 8, the major difference between the first and second embodiments is that the gaming console 120 of the second embodiment comprises a modem 122 and a telephone link 124 to the Internet 126. This communications link enables the system 128 to exploit maximally the potential that Internet access provides. In order to use the modem 122 and establish connections via the Internet, the application program 26 provided on the CD 18 also comprises a communications program in the form of an applet 130. The applet 130 is used to control the information transmission to and from the Internet 126 and uses standard compression techniques and as well as Internet Protocol to achieve this. The system 128 of the second embodiment enables the pre-captured digital photographic images 24 present on a specified CD 18 to be shared remotely with others as will now be described in detail below.

Please amend the paragraph starting on p. 23, line 9 as follows:

Another possibility with the third sharing alternative, which is not related to the remote sharing of digital images, is that Person B, having received the server address in their applet and the passcode from Person A, can then access the specified images at another time without Person[['s]] A's interaction.

Please amend the paragraph starting on p. 23, line 14 as follows:

In an alternative to the above described options, which have access to the Internet as separate from the telephone network 134 used for aural communications between the parties, it is possible to provide all communications between the parties via the Internet 126. This would be achieved by the applets 130 being configured to support a digitised aural communications protocol such as the Voice Over Internet Protocol and the application program 26 including a standard voice digitising program. However, it would also be necessary for the gaming consoles 120 to have a microphone in built built-in or provided with it such that the person's

Art Unit: 2173

voice could be recorded. The television 12 would have speakers which would convey the recorded voice to each person.

Please amend the paragraph starting on p. 24, line 4 as follows:

Having described particular preferred embodiments of the present invention, it is to be appreciated that the embodiments in question are exemplary only and that variations and modifications such as will occur to those possessed of the appropriate knowledge and skills may be made without departure from the spirit and scope of the invention as set forth in the appended claims. For example, whist whilst the present embodiments have been described in relation to the Internet, other wide area networks, such as an intranet for example, can also be utilised as the communication network between Person A and Person B.

In the Abstract: [Use strikethrough for deleted matter and underlined for added matter.]

Please replace the pending abstract with the newly-submitted abstract attached herewith on a separate sheet.